



can pull the enemy 1 square)

№ 25/60 ★ DUNGEONS-EFDRAGONS

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VROCK

MELEE ATTACK

SPECIAL ABILITIES: Difficult 6; DR 5; Flight;

Spores (swift; adjacent creatures take 10 Poison

damage); Stunning Screech ☐ (Replaces attacks;

Immune Electricity, Poison: Melee Reach 2:

Resist 10 Acid, Cold, Fire; Spell Resistance;

+14/+14 (15)

LVL: 10

AC: 22

SPD: F6

HP- 115

TYPE: Large Outsider

adjacent creatures; Stun; DC 22)

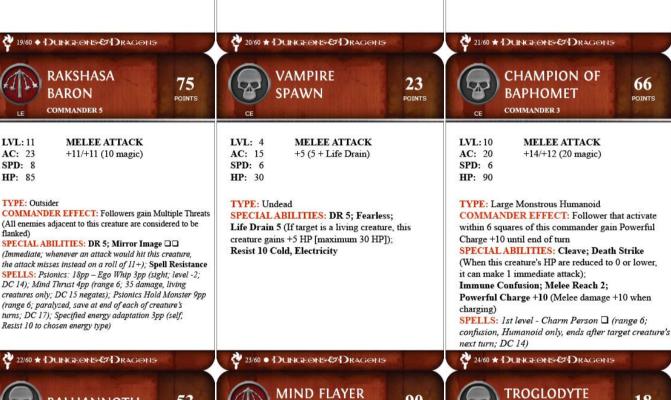
79

LVL: 11

AC: 22

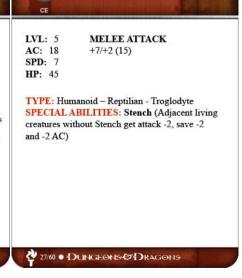
SPD: F8

HP- 105



№ 26/60 ★ DUNGEONS & DRAGONS





BONECRUSHER

18

POINTS

ASCENDANT

HELLSWORD

TYPE: Large Outsider - Devil

creatures per phase)

Spell Resistance

MELEE ATTACK

COMMANDER EFFECT: Outsider followers that

activate within 6 squares of this commander gain

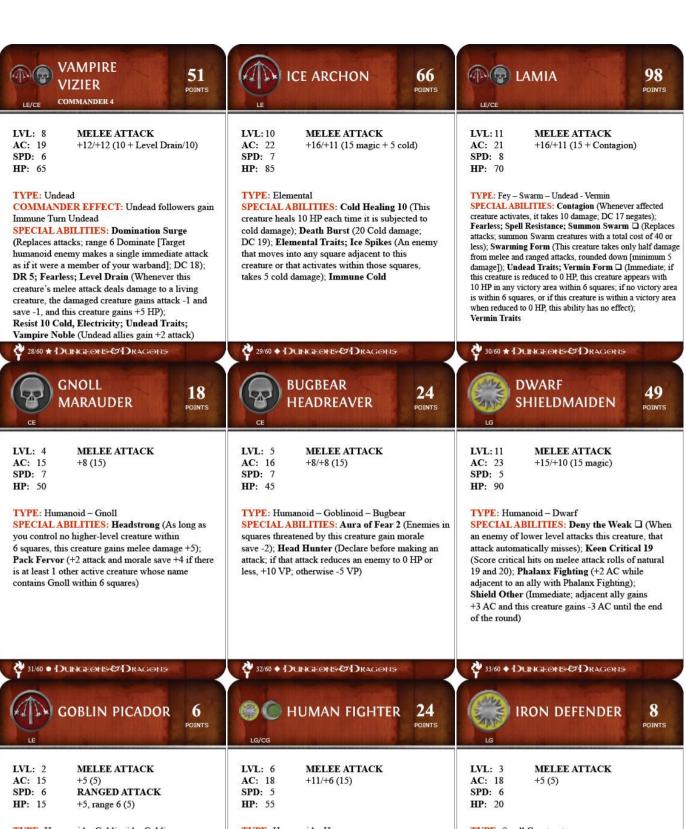
Tactics (When you activate this creature, choose

SPECIAL ABILITIES: DR 5; Flight; Immune Acid, Fire, Poison; Resist 10 Cold;

whether it counts against your limit of activating 2

+18/+18 (15 magic + 5 cold/ 15 magic + 5 fire)

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TYPE: Humanoid – Goblinoid – Goblin SPECIAL ABILITIES: Battle Training □ (Use during set-up; +5 HP if in a warband with a Hobgoblin commander)

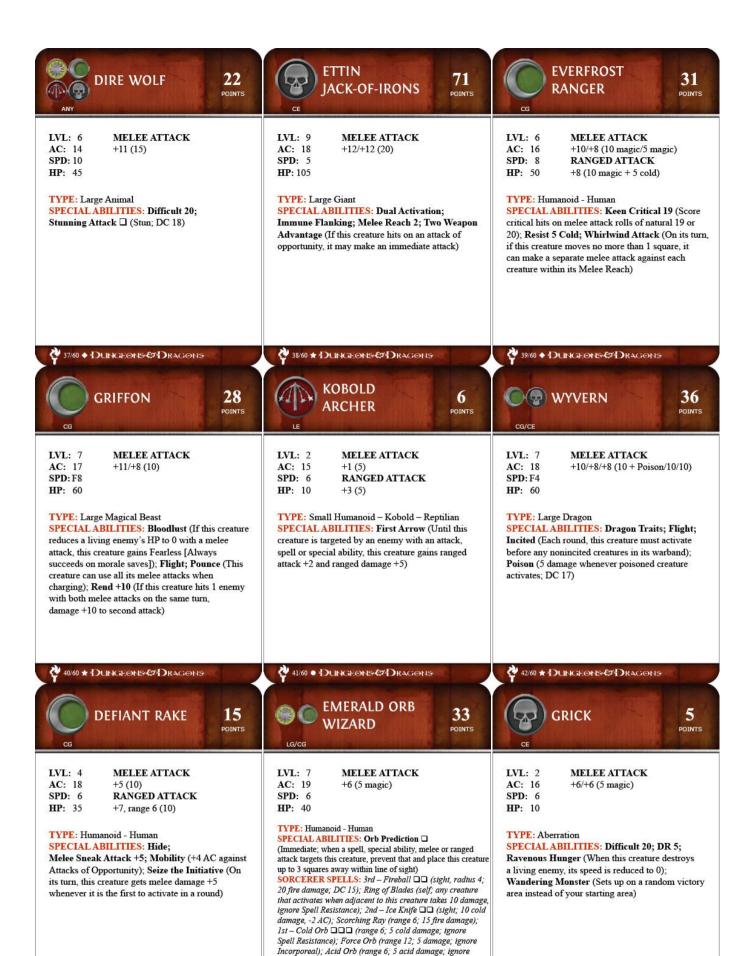
TYPE: Humanoid – Human SPECIAL ABILITIES: Blind-Fight; Cleave; Combat Reflexes (Can make up to 2 attack of opportunity each turn); Great Cleave (no limit to the number of cleave attacks in a turn) TYPE: Small Construct SPECIAL ABILITIES: Blindsight;

Construct Traits; Dwarf Built (When this creature activates adjacent to a dwarf ally, gets +2 speed until the end of the turn). Fearless: Provoke

until the end of the turn); Fearless; Provoke
(swift; adjacent enemies must choose this creature as the target of all their melee attacks until the beginning of this creature's next turn)





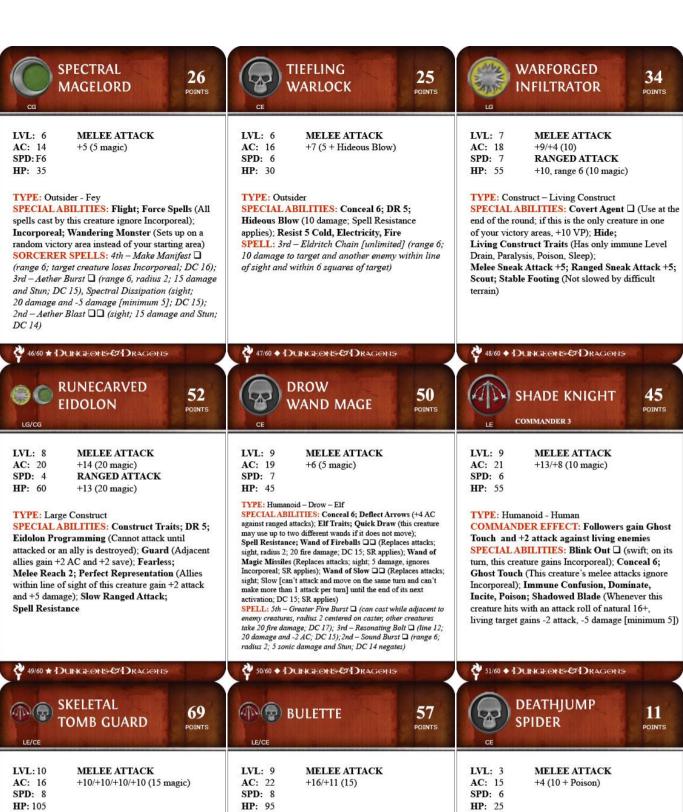


♦ 43/60 ♦ DUNGEONS & DRAGONS

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Spell Resistance):

🐉 45/60 ● DUNGEONS-&DRAGONS



TYPE: Undead

SPECIAL ABILITIES: Fearless;

Multiple Threats (All enemies adjacent to this creature are considered to be flanked):

Undead Traits; Wandering Monster (Sets up on a random victory area instead of your start area)

TYPE: Large Magical Beast SPECIAL ABILITIES: Burrow 4; Earthcrest (Replaces attacks; move at least

3 squares then all creatures within 2 squares take 25 damage; DC 18)

TYPE: Vermin - Spider

SPECIAL ABILITIES: Death from Above □□ (Replaces attacks; move up to 6 squares, at least 1, as if with Flight and then attack an adjacent enemy with +2 attack); Poison (5 damage whenever poisoned creature activates; DC 13); Vermin Traits

